L Number	Hits	Search Text	DB	Time stamp
1	77966	direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/23 21:50
2	9952	(direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3	USPAT	2003/11/23 21:52
3	1353	((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and (circle or circular) and radi$3 and diameter	USPAT	2003/11/23 21:52
4	649	(((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and (circle or circular) and radi$3 and diameter) and display$1 and image$1 and screen$1	USPAT	2003/11/23 21:53
5	510	((((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and (circle or circular) and radi$3 and diameter) and display$1 and image$1 and screen$1) and (crowd$1 or group$1 or player$1)	USPAT	2003/11/23 21:53
6	4	((((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and (circle or circular) and radi$3 and diameter) and display$1 and image$1 and screen$1) and (crowd$1 and group$1 and player$1)	USPAT	2003/11/23 21:54
-	2	("5289524").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/20 17:37
-	473499	mov$5 and (crowd$1 or group$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:49
-	36636	mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:51
-	35132	(mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	30790	((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52
-	23624	(((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:52

-	5552	((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:53
-	3708349	display$1 or image$1 or screen$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:54
-	4585	(display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:55
-	3711	((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:56
-	3678	(((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:58
-	107	((((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6) and virtual adj (space$1 or object$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:16
-	1	(((((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6) and virtual adj (space$1 or object$1)) and 706/47.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 08:59
-	1795	((((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6) and virtual	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:17
-	1262	(((((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6) and virtual) and character$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
-	1172	((((((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6) and virtual) and character$1) and individual$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:18
-	474	(((((((display$1 or image$1 or screen$1) and (((((mov$5 and (crowd$1 or group$1) and (process$3 or computer) and (arrang$6 or assign$5) and rule$1) and direct$4) and point$1) and position$1) and destination$1)) and mode) and determin$6) and virtual) and character$1) and individual$1) and gam$3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 09:19
-	373	463/37.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 11:58

-	200	463/38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:00
-	46	463/37.ccls. and rule$1	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:01
-	46	463/37.ccls. and rul$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:01
-	12	463/38.ccls. and rul$2	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:01
-	2	463/37.ccls. and (crowd$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:55
-	0	463/38.ccls. and (crowd$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 12:56
-	89	463/37.ccls. and (group$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 13:05
-	35	463/38.ccls. and (group$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2003/11/21 13:05
-	7	(4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.	USPAT	2003/11/23 15:26
-	0	((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$ and (crowd$1 or group$1) and virtual and mov$5	USPAT	2003/11/23 15:28
-	7	((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$	USPAT	2003/11/23 15:28
-	3	(((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and (crowd$1 or group$1)	USPAT	2003/11/23 15:29
-	2	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and team	USPAT	2003/11/23 15:31
-	5	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and rule$1	USPAT	2003/11/23 15:32
-	1	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and virtual	USPAT	2003/11/23 15:32
-	6	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and simulat$3	USPAT	2003/11/23 15:33

-	7	(((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players	USPAT	2003/11/23 15:41
-	1	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and destination$1	USPAT	2003/11/23 15:42
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$4	USPAT	2003/11/23 15:43
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5	USPAT	2003/11/23 15:43
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and point$1	USPAT	2003/11/23 15:44
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and position$1	USPAT	2003/11/23 15:45
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and (arrang$6 or assign$5)	USPAT	2003/11/23 15:46
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and determin$6	USPAT	2003/11/23 15:48
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and object$1	USPAT	2003/11/23 15:49
-	3	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and mode	USPAT	2003/11/23 15:49
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and display$1	USPAT	2003/11/23 15:50
-	6	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and image$1	USPAT	2003/11/23 15:50
-	5	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and screen$1	USPAT	2003/11/23 15:51
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and operat$3	USPAT	2003/11/23 15:52
-	2	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and independen$2	USPAT	2003/11/23 15:53
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and mov$5	USPAT	2003/11/23 15:53
-	3	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and character$1	USPAT	2003/11/23 15:54
-	4	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and individual$1	USPAT	2003/11/23 15:56
-	2	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and enem$3	USPAT	2003/11/23 15:57
-	1	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and chase	USPAT	2003/11/23 15:57
-	0	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and search	USPAT	2003/11/23 15:57

-	1	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and presen$2	USPAT	2003/11/23 15:58
-	5	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and area	USPAT	2003/11/23 15:59
-	4	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and rang$2	USPAT	2003/11/23 16:00
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and form$5	USPAT	2003/11/23 16:01
-	2	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and circle$1	USPAT	2003/11/23 16:02
-	7	((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5	USPAT	2003/11/23 16:22
-	5	(((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1	USPAT	2003/11/23 16:05
-	4	((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1	USPAT	2003/11/23 16:05
-	3	(((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1	USPAT	2003/11/23 16:06
-	2	((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3	USPAT	2003/11/23 16:06
-	1	(((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1	USPAT	2003/11/23 16:07
-	1	((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode	USPAT	2003/11/23 16:07
-	1	((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode) and individual	USPAT	2003/11/23 16:07

-	1	((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode) and individual$1	USPAT	2003/11/23 16:08
-	1	((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode) and individual$1) and area	USPAT	2003/11/23 16:08
-	1	((((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode) and individual$1) and area) and rang$2	USPAT	2003/11/23 16:12
-	1	((((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode) and individual$1) and area) and rang$2) and number$3	USPAT	2003/11/23 16:16
-	1	((((((((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and rule$1) and image$1) and screen$1) and simulat$3) and destination$1) and mode) and individual$1) and area) and rang$2) and count$3	USPAT	2003/11/23 16:16
-	7	(((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and time	USPAT	2003/11/23 16:23
-	6	((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and time) and number	USPAT	2003/11/23 17:09
-	3	((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and time) and count$3	USPAT	2003/11/23 16:26
-	3	(((((((4357014, 4391444, 4462594, 4126851, 6110215, 6227973, "6544125").pn.) and game$) and players) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5) and time) and count$3) and number	USPAT	2003/11/23 16:26
-	11	4391444.uref.	USPAT	2003/11/23 16:56
-	3	4391444.uref. and (crowd$1 or group$1)	USPAT	2003/11/23 16:56
-	0	439144.uref.	USPAT	2003/11/23 17:09
-	18	"4357014"	USPAT	2003/11/23 19:35

-	2	"4357014" and 4391444.uref.	USPAT	2003/11/23 17:24
-	2	("4357014" and 4391444.uref.) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3	USPAT	2003/11/23 17:24
-	0	4357014.uref	USPAT	2003/11/23 19:35
-	16	4357014.uref.	USPAT	2003/11/23 19:37
-	11	4391444.uref.	USPAT	2003/11/23 19:37
-	25	4357014.uref. or 4391444.uref.	USPAT	2003/11/23 19:36
-	7	(4357014.uref. or 4391444.uref.) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3	USPAT	2003/11/23 19:37
-	17	4357014.uref. or 4357014.pn.	USPAT	2003/11/23 19:37
-	12	4391444.uref. or 4391444.pn.	USPAT	2003/11/23 19:38
-	27	(4357014.uref. or 4357014.pn.) or (4391444.uref. or 4391444.pn.)	USPAT	2003/11/23 20:03
-	4	((4357014.uref. or 4357014.pn.) or (4391444.uref. or 4391444.pn.)) and circle	USPAT	2003/11/23 19:42
-	2	(((4357014.uref. or 4357014.pn.) or (4391444.uref. or 4391444.pn.)) and circle) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3	USPAT	2003/11/23 19:47
-	9	((4357014.uref. or 4357014.pn.) or (4391444.uref. or 4391444.pn.)) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3	USPAT	2003/11/23 20:11
-	6	(((4357014.uref. or 4357014.pn.) or (4391444.uref. or 4391444.pn.)) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and circ$4	USPAT	2003/11/23 19:55
-	6	((((4357014.uref. or 4357014.pn.) or (4391444.uref. or 4391444.pn.)) and direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and circ$4) and even$2	USPAT	2003/11/23 20:01
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-	4126	((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and (circle or circular)	USPAT	2003/11/23 20:52
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-	1955	((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and diameter and radi$3	USPAT	2003/11/23 20:58
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-	52	((((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and diameter and radi$3) and (circle or circular)) and crowds	USPAT	2003/11/23 21:04
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-	730	(((((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and diameter and radi$3) and (circle or circular)) and group$3) and image$1	USPAT	2003/11/23 21:06
-	573	(((((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and diameter and radi$3) and (circle or circular)) and group$3) and screen$1	USPAT	2003/11/23 21:51
-	204	(((((direct$5 and point$1 and position$1 and (arrang$6 or assign$5) and determin$6 and object$1 and display$1 and operat$3 and mov$5 and form$5 and tim$3) and gam$3) and diameter and radi$3) and (circle or circular)) and group$3) and screen$1 and image$1 and rule$1	USPAT	2003/11/23 21:07

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ACM Transactions on Computer-Human Interaction (TOCHI) September 2002 Volume 9 Issue 3
Gesture and speech combine to form a rich basis for human conversational interaction. To exploit these modalities in HCI, we need to understand the interplay between them and the way in which they support communication. We propose a framework for the gesture research done to date, and present our work on the cross-modal cues for discourse segmentation in free-form gesticulation accompanying speech in natural conversation as a new paradigm for such multimodal interaction. The basis for this integ ...

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Bill Tomlinson , Marc Downie , Matt Berlin , Jesse Gray , Derek Lyons , Jennie Cochran , Bruce Blumberg
Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation July 2002
We present a system in which computer-graphical virtual characters may be controlled by a user and also remain "in character." The system allows the user to have high-level control over the actions of a character, while the emotional state of the character is autonomously maintained by the computer. We show how this system functioned as part of the *AlphaWolf* installation, presented in the Emerging Technologies program at SIGGRAPH 2001. Results

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Toshiaki Arai , Frieder Stolzenburg
Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1 July 2002
Multiagent systems are a promising new paradigm in computing, which are contributing to various fields. Many theories and technologies have been developed in order to design and specify multiagent systems, however, no standard procedure is used at present. Industrial applications often have a complex structure and need plenty of working resources. They require a standard specification method as well. As the standard method to design and specify software systems, we believe that one of the key wo ...

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26 3D agent-based virtual communities 77%
Zhisheng Huang , Anton Eliëns , Cees Visser
Proceeding of the seventh international conference on 3D Web technology February 2002
In this paper we propose an approach to 3D agent-based virtual communities in which autonomous agents are participants in VRML-based virtual worlds to enhance the interaction with users or serve as intelligent navigation assistants. In addition, an agent communication language (ACL) is designed as a high-level communication facility, in particular for the realization of shared objects in virtual communities. As a typical example of 3D agent-based virtual communities, a VRML-based multi-user socc ...

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Adrian Miles
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W. A. Hosier
Proceedings of the 9th international conference on Software Engineering March 1987

Real-time digital systems are largely a technical innovation of the past decade, but they appear destined to become more wide spread in the future. They monitor or control a real physical environment, such as an air-traffic situation, as distinguished from simulating that environment on an arbitrary time scale. The complexity and rapid variation of such an environment necessitates use of a fast and versatile central-control device, a role well suited to digital computers. The usual system w ...

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ACM SIGOPS Operating Systems Review , Proceedings of the eleventh ACM Symposium on Operating systems principles November 1987

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Proceedings of the ninth international conference on Architectural support for programming languages and operating systems November 2000

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We systematically evaluate the performance of five implementations of a single, user-level communication interface. Each implementation makes different architectural assumptions about the reliability of the network hardware and the capabilities of the network interface. The implementations differ accordingly in their division of protocol tasks between host software, network-interface firmware, and network hardware. Using microbenchmarks, parallel-programming systems, and parallel applications, w ...

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Proceedings of the 2000 ACM/IEEE conference on Supercomputing (CDROM) November 2000

Direct numerical simulation of the Navier-Stokes equations (DNS) is an important technique for the future of computational fluid dynamics (CFD) in engineering applications. However, DNS requires massive computing resources. This paper presents a new approach for implementing high-cost DNS CFD using low-cost cluster hardware. After describing the DNS CFD code DNSTool, the paper focuses on the techniques and tools that we have developed to customize the performance of a cluster ...

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35 Process migration 77%

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Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

36 Computer Communication Networks: Approaches, Objectives, and Performance Considerations 77%

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Philip Barnard , Jon May , David Duke , David Duce
ACM Transactions on Computer-Human Interaction (TOCHI) June 2000
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A significant proportion of early HCI research was guided by one very clear vision: that the existing theory base in psychology and cognitive science could be developed to yield engineering tools for use in the interdisciplinary context of HCI design. While interface technologies and heuristic methods for behavioral evaluation have rapidly advanced in both capability and breadth of application, progress toward deeper theory has been modest, and some now believe it to be unnecessary. A case ...

38 Video textures 77%

Arno Schödl , Richard Szeliski , David H. Salesin , Irfan Essa
Proceedings of the 27th annual conference on Computer graphics and interactive

techniques July 2000
This paper introduces a new type of medium, called a video texture, which has qualities somewhere between those of a photograph and a video. A video texture provides a continuous infinitely varying stream of images. While the individual frames of a video texture may be repeated from time to time, the video sequence as a whole is never repeated exactly. Video textures can be used in place of digital photos to infuse a static image with dynamic qualities and explicit actions. ...

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